

New **PROBLEMS**

in
**"PUZZLE
PEG"**



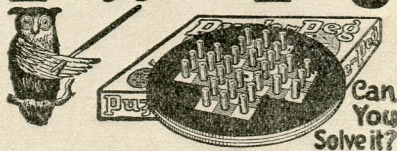
The Great
SOLITAIRE
Game/

FUN FOR EVERYBODY

PROBLEMS

in

"Puzzle-Peg"



The Great Puzzle Game
Fun for Everybody

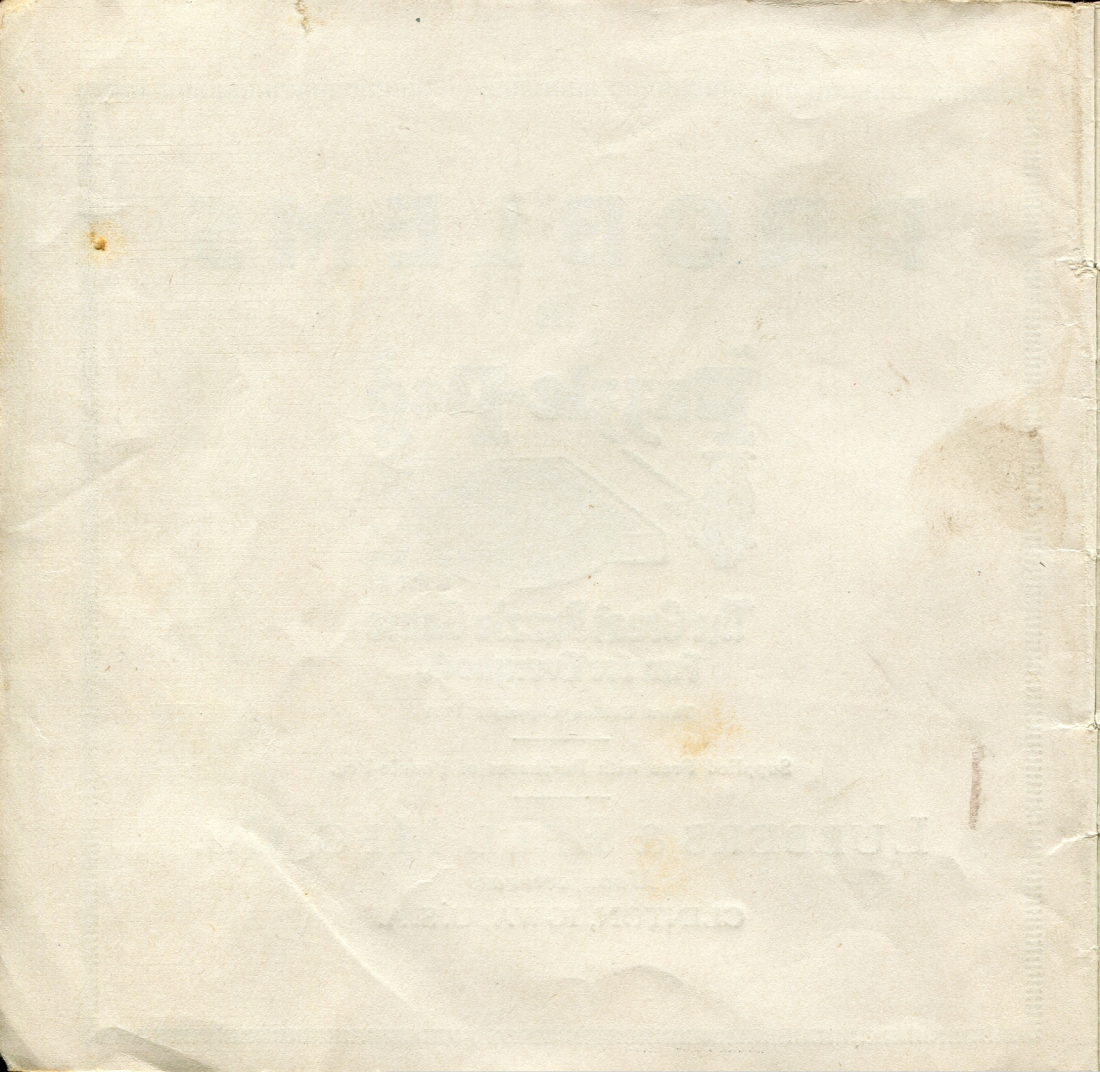
Third Edition Copyright 1924

Supplied Free with Purchases of Puzzle-Peg.

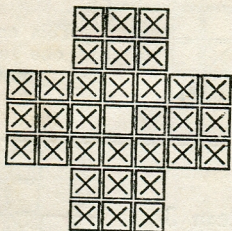
LUBBERS & BELL MFG. CO.

Manufacturers

CLINTON, IOWA, U. S. A.



How to Play Puzzle-Peg



Fill all the holes except the one in the center with pegs as illustrated above. Start playing by jumping any peg over its neighbor into the vacant hole and then remove from the board the peg so jumped, exactly as in checkers. Jump in straight lines only. The object of the game is, by successive jumps, to remove all the pegs from the board except one, which should be left in the center hole.

NOTE:—The game can be won more easily by making a few diagonal jumps instead of jumping in straight lines only. It can also be won more easily if the last peg is not left in the center hole. The correct way however, is to play as described above.

NOTE:—Many people are under the impression that there is only one way to win the game. There are many different ways however and we are constantly receiving new ways.

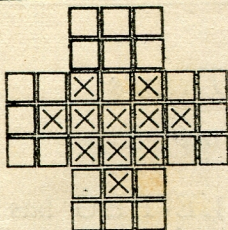
Good Things Do Grow

PUZZLE-PEG has grown.

When it was first offered by us we had confidence that the merit of the game itself would afford much amusement and recreation, but we knew of only one way to solve it.

Since then our friends throughout the country have worked out many problems, the solving of which is just as stimulating and interesting as the original game itself. Most of these problems were accidentally discovered and now it seems as though the possibilities for combinations is endless.

In this booklet we have worked the game down to certain layouts and submit them for your consideration with confidence that they will afford continuous interest.



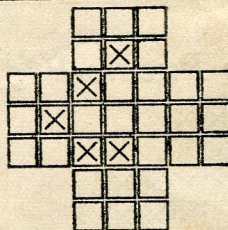
PROBLEM 1 and 1A

After a little practice the layout above can be obtained by a simple routine of moves. When you get this layout the game can be won in two ways. This is the simplest method we know of for working the complete game.

After you get it we offer 103 other problems in the pages following. If you devise any problems yourself that you think are unique we will be glad to have you submit them to us and in case we find it possible to include them in later editions we will be glad to credit you with their discovery by printing your name and address under the problem. Address

PUZZLE EDITOR,
LUBBERS & BELL MFG. CO.,
CLINTON, IOWA, U. S. A.

Remember if replies are wanted to correspondence to enclose stamped, self-addressed envelope to get prompt attention as our mail is heavy.

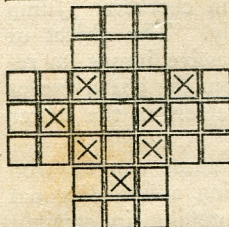
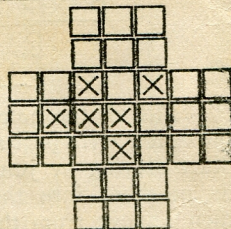


Problem 2

This one is easy—
one for the girls
and boys.

Problem 3

This is a little
harder. One move
that will fool you.

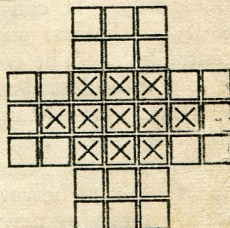


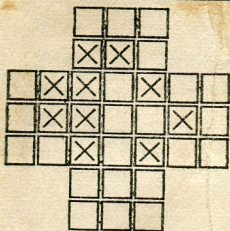
Problem 4

This one is very
simple when you
get going.

Problem 5

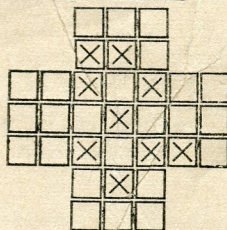
Wait until after
dinner before try-
ing this. Guar-
anteed to test dispo-
sitions.





Problem 6

Not so hard.

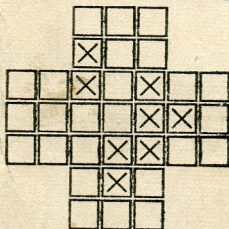


Problem 10

This is called
"dizzy pin".
Moves have no
sense to 'em.

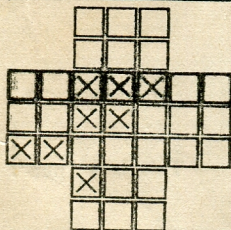
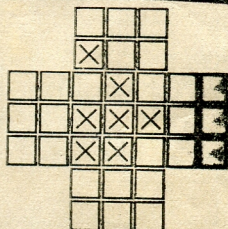
Problem 7

Looks easy but
one tricky move.



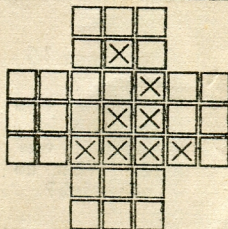
Problem 11

What a relief after
No. 10.



Problem 8

Here's a puzzler.
Real satisfaction
when you get
this one.

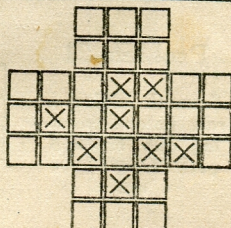


Problem 12

This one has a
move that will
fool you for a
while.

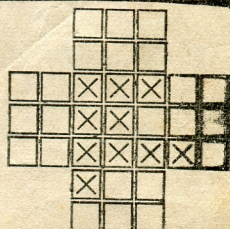
Problem 9

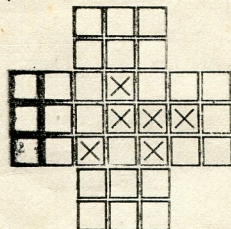
Chase 'em around
until they look
queer. Then you
have it.



Problem 13

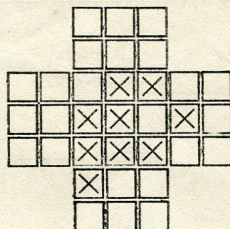
This is a perfect
lady—hard to
understand but
quite nifty.





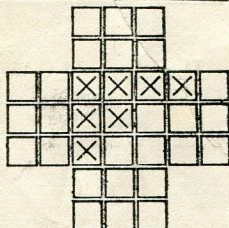
Problem 14

This is simple—if
you move right.



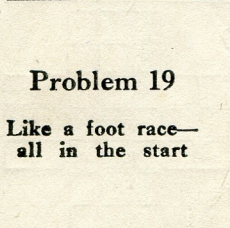
Problem 18

This one will be
easy on your
nerves.



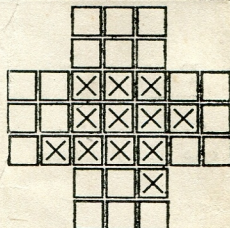
Problem 15

It sometimes pays
to go backward.



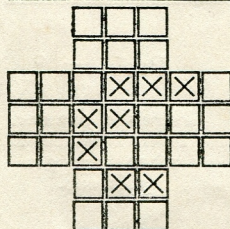
Problem 19

Like a foot race—
all in the start



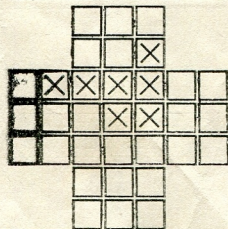
Problem 16

The person who
sent this in
thought it was
hard. What do
you think?



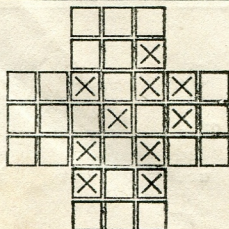
Problem 20

This is a "pup".



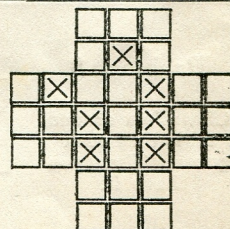
Problem 17

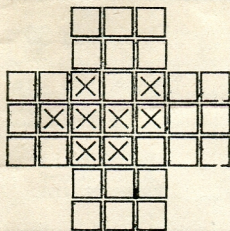
All over the board
and takes some
see-sawing.



Problem 21

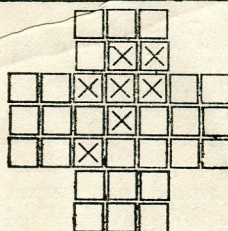
Seventh inning—
rest before tread-
ing the crooked
path from here
on.





Problem 22

Play with one diagonal move. Not for the Primary class.

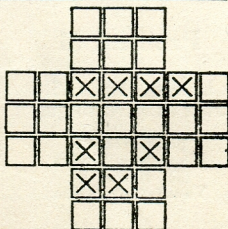


Problem 26

Two diagonal moves. Watch your first move.

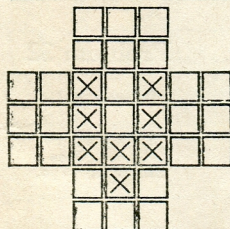
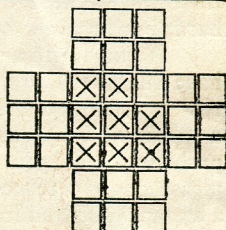
Problem 23

Two diagonal moves. Win it one minute and forget it the next.



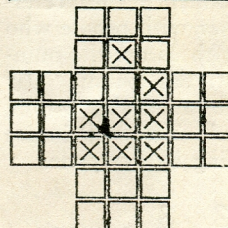
Problem 27

Three diagonal moves. Now you are in the algebra class.



Problem 24

Two diagonal moves but not so hard as No. 23.

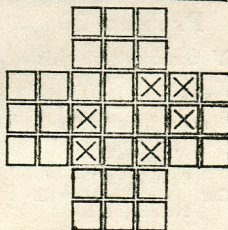


Problem 28

Three diagonal Moves. Bet a green derby hat you can't get it in fifteen minutes.

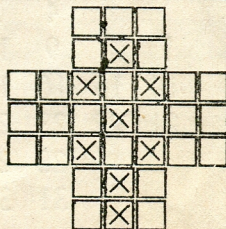
Problem 25

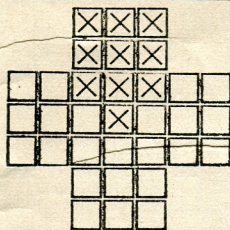
Two diagonal moves but easy.



Problem 29

Four diagonal moves. If you get this we will confer the degree D.P.P. Doctor of Puzzle-Peg. Arise Doctor





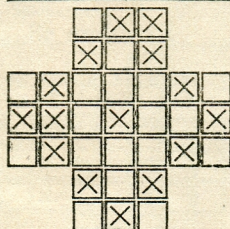
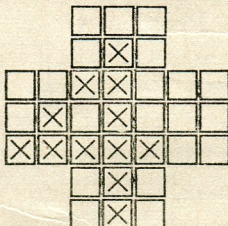
Problem 34
Mr. Parker works
the original game
down to this posi-
tion. This prob-
lem shows the
last nine moves.

Submitted by
A. McC. Parker
624 Stock Ex. Bld.
Philadelphia, Penn.

Problem 35

It looks like a 4
but can be worked
with three diag-
onal moves.

Submitted by
Henry Lorentz
Toston, Montana.



Problem 36

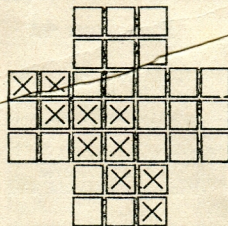
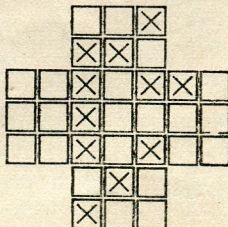
All around the
mulberry bush.

Submitted by
Miss Edna Sammons
1305 N. Queen Street
Palestine, Texas

Problem 37

Edison has nothing
on Herm. He
sent in twenty.

Submitted by
Herman Carlen
Cookeville, Tenn.



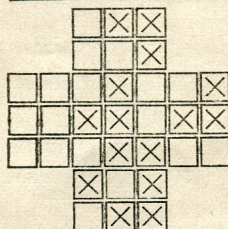
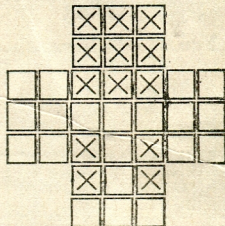
Problem 38
Take a slant at
this. Work it with
one diagonal
move.

Submitted by
R. A. Lumley
1020 N. St.
Sacramento, Calif.

Problem 39

Buck this you
Puzzle-Peg fans.

Submitted by
Paul V. Young
Buckhannon, W. Va.



Problem 40

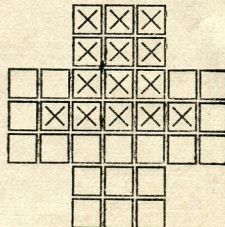
DeRoire
challenges the
world on prob-
lems. He is a
Ford specialist
and ought to be
good on puzzles.

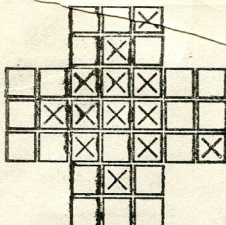
Submitted by
De Roire, E. A. M.
Geneva, N. Y.

Problem 41

A rather puzzling
problem to start.

Submitted by
Father Clement
Dante, Va.
for
Nicola Boffette
Wilders, Va.





Problem 42

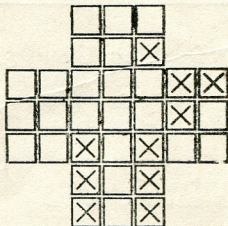
Stung again. The
one in the corner
is the bee.

Submitted by
Adele Rountree
Box 618. Beeville, Tex

Problem 43

You should have
heard
Minnehaha.
It takes four
diagonal moves.

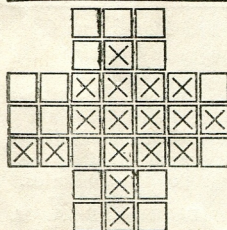
Submitted by
William J. Swanson
699 Pelham St.
St. Paul, Minn.



Problem 44

This is a Kansas
cyclone.

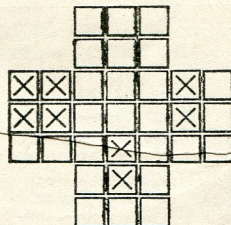
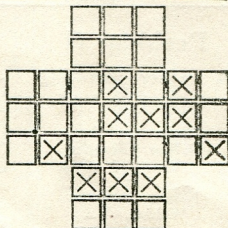
Submitted by
Leslie Huxtable
352 N. St. Francis Av.
Wichita, Kans.



Problem 45

This man likes
diagonal problems.
He submitted six
and this one takes
five diagonal
moves.

Submitted by
W. C. Pennington
Huffman, S. D.



Problem 46

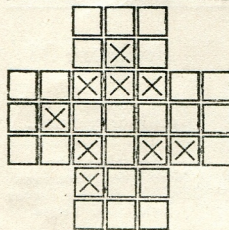
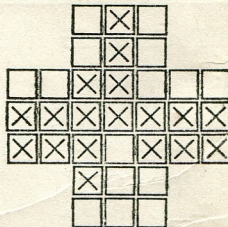
This looks easy

Submitted by
Richard McCurdy
1484 N. Chester Av.
Pasadena, Cal.

Problem 47

This one came
from Raleigh, and
it can be done by
golly.

Submitted by
O. Ramsaur
Box 6, Raleigh, N. C.



Problem 48

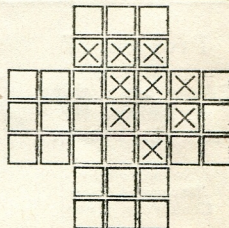
Here is a catchy
one. Fresh from
Saskatchewan.

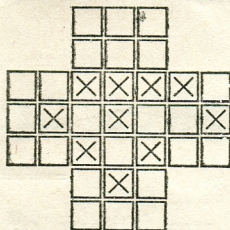
Submitted by
Oscar Shirley
Admiral, Sask.

Problem 49

He Spokaneugh
1 Diagonal.

Submitted by
Charles Smith
802 Shannon Ave.
Spokane, Wash.

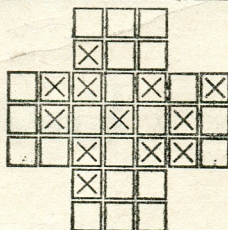




Problem 50

Chase the pigs out of the corn. Two diagonal moves.

Submitted by
David Clark
Newton, Iowa



Problem 54

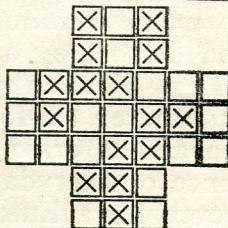
Scattered out like a bunch of stray cattle.

Submitted by
Ralph C. Hughes
Hudson, Mont.

Problem 51

They certainly sling a nasty brain in South Carolina.

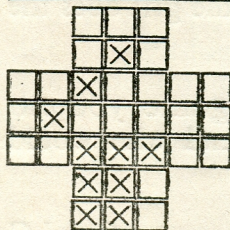
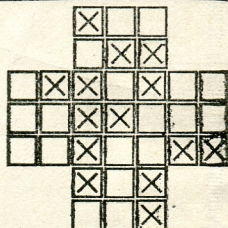
Submitted by
Edwin Jeffries
220 N. Church St.
Spartanburg, S. C.



Problem 55

Jumping the hills in Kansas City inspired this.

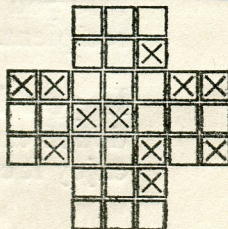
Submitted by
P. L. Meath,
4328 Summit
Kansas City, Mo.



Problem 52

A slow train thru Arkansas

Submitted by
J. B. Pearson
610 Louisiana
Little Rock, Ark.



Problem 56

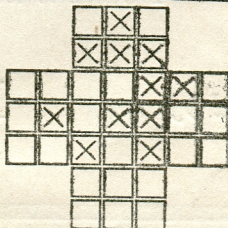
Doesn't this look like a map of lower Manhattan?

Submitted by
Irene Smith
314 Eighth Ave.
Astoria, Long Island

Problem 53

Pikes Peak or bust. You probably will.

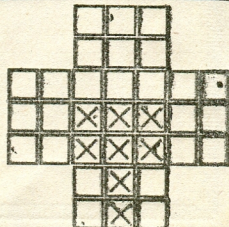
Submitted by
C. A. Walters
1626 Franklin St.
Denver, Colo.



Problem 57

Here is a real hard one with two diagonal moves.

Submitted by
Mrs. Anna F. Moore
R. F. D. 1, Box 102
Sarasota, Fla.



Puzzle-Peg makes an I

No inexpensive gift that we know of will afford so much continuous, wholesome amusement and be so long appreciated as a set of Puzzle-Peg. When a gift is appreciated it repays the giver ten-fold. To spread wholesome fun and to erase from the mind the remembrance of everyday cares and responsibilities even for a little while will afford you as much pleasure as the gift does the recipient.

If you have enjoyed the game you no doubt can think of some friend who would enjoy it equally well.

Found Wherever Good Game

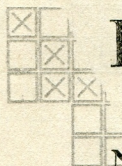
Manufactured by

Lubbers & I

Problem 54

Scattered out in
a bunch of stars
and circles.

Submitted by
Ralph C. Hudson
Hudson, Mo.



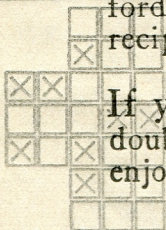
Problem 55

Submitted by
Ralph C. Hudson
Hudson, Mo.

Problem 56

Doesn't this look
like a map of
Lower Manhattan?

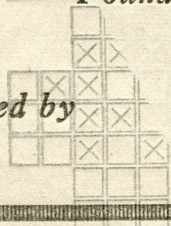
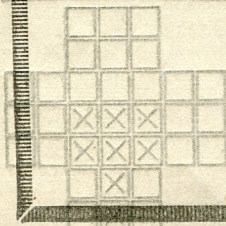
Submitted by
Irene Smith
314 Eighth Ave.
Astoria, Long Is.



Problem 57

Here is a real
diagonal move.

Submitted by
Mrs. Anna R. Moore
R. F. D. 1, Box 103



Ideal Gift for All Ages.

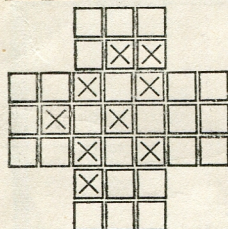
Puzzle-Peg is a boon to old people, shut-ins and invalids. It is unique in that it requires no table but can be played while sitting in a chair or lying in bed. It completely takes their mind from their troubles.

Puzzle-Peg is also wonderful for girls and boys who have reached the reasoning age. Anything that amuses and still stimulates the mind has educational value. To solve Puzzle-Peg one must think and to learn to think is the primary object of education.

are Sold. Popular 50c Price.

Bell Mfg. Co.

Clinton, Iowa U. S. A.



Problem 58

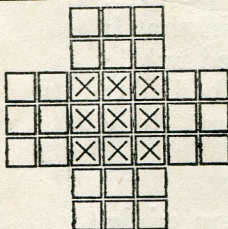
This is the finish of one method the Doctor used in solving the original game.

Submitted by
Dr. P. H. Swann
Huntington, W. Va.

Problem 59

One with 4 diagonal moves invented by a man 73 years young.

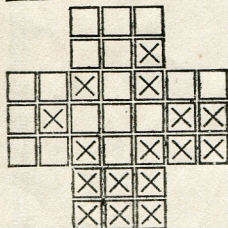
Submitted by
C. H. Berkey
227 Madison Ave.
Grand Rapids, Mich.



Problem 60

Hard to separate this bunch

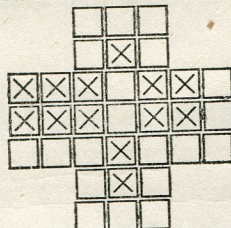
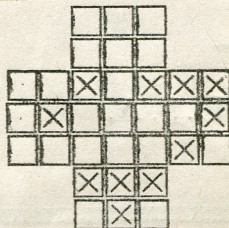
Submitted by
Elmer K. Hood
Blue Canyon, Cal.



Problem 61

Bet Herbert stumps a lot of older people on this one.

Submitted by
Herbert Heinzen
702 Harrison Blvd.
Wausau, Wis.
Age 13.



Problem 62

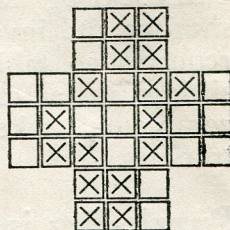
His Daddy writes our advertising. After trying this you will know why our advertising is so good.

Submitted by
Howard N. Smith
225 N. Elmwood Ave.
Oak Park, Ill.
Sent 20.

Problem 63

Mike says this is harder than shaving a pig.

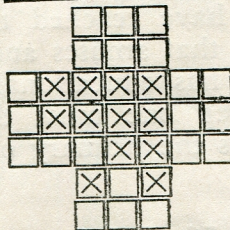
Submitted by
James Mike
202 Main St.
Monongah, W. Va.



Problem 64

Nothing like a cold climate to make the old inventive brain work.

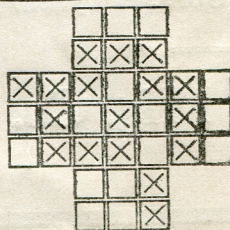
Submitted by
Wayne C. Rydberg
7501 Earl St.
W. Duluth, Minn.

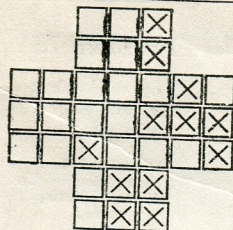


Problem 65

This man is chock full of problems. We selected this from a volume.

Submitted by
Emil Brown
Centerville, Ohio





Problem 66

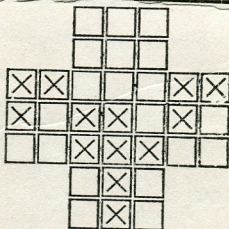
A football problem from a college town.

Submitted by
Geo. B. Edgar
437 Ohio St.
Lawrence, Kans.

Problem 67

Trust a banker to send in a methodical one. Two diagonal moves.

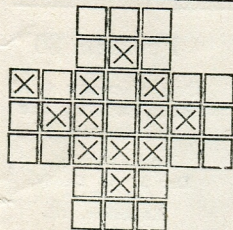
Submitted by
Leslie Welch,
Stockham State Bank
Stockham, Nebr.



Problem 68

Here is a good one selected from 21 she submitted.

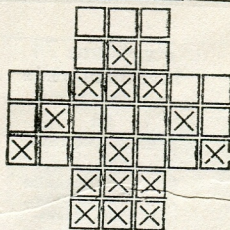
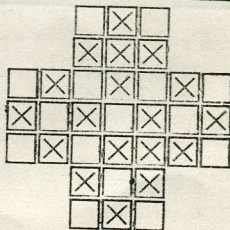
Mrs. E. M. Childers
Box 1703
Goldfield, Nev.



Problem 69

Here is a checker board effect. Possible only with one diagonal move.

Submitted by
E. J. Anderson
213 N. Grange Ave.
Sioux Falls, S. D.



Problem 70

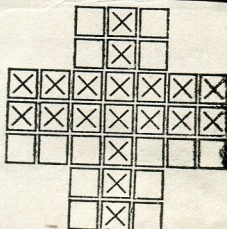
Spearhead. Works out beautifully.

Submitted by
John F. Black
316 Bella Vista Ave.
Los Gatos, Calif.

Problem 71

One very unusual move.

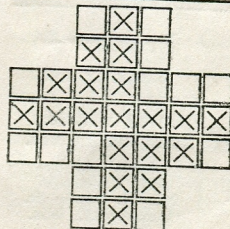
Submitted by
Richard Brady,
Loretto, Colo.



Problem 72

The Butterfly. Mr. Coleman works it with 12 diagonal moves. Can you work it with less or at all?

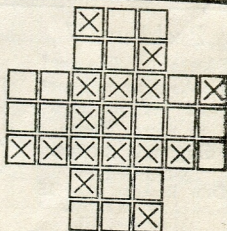
Submitted by
J. M. Coleman,
Coalport, Pa.

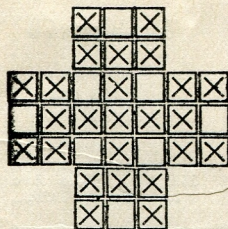


Problem 73

Krazy Kat. It took two to corner him.

Submitted by
Paul E. Lenning,
Jean E. Burget,
1419 Circle Ave.
Altoona, Pa.





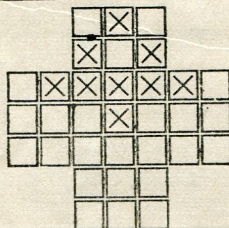
Problem 74
Invented while
settenathome
on
Pain Avenue.

Submitted by
F. A. Setterholm
1082 Payne Ave.,
St. Paul, Minn.

Problem 75

One for the
little folks.

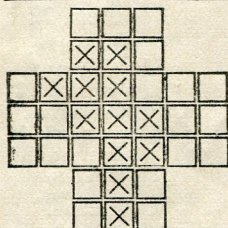
Submitted by
Abraham Levine
1014 E. 12th St.
Brooklyn, N. Y.



Problem 76

Six diagonal
moves. This came
insky with six
diagonal moves.

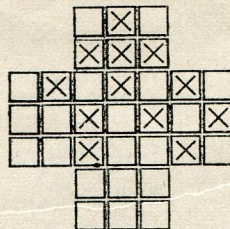
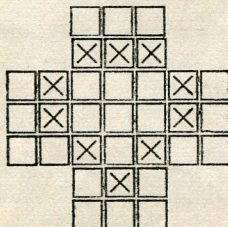
Submitted by
Ed. Kraminski
292 N. Main St.
Wauwatosa, Wis.



Problem 77

Flutter! Flutter!
Looks like a heart
and just as hard
to win. Three
diagonal moves.

Submitted by
Otto Rastede, Age 15
411 W. Wall St.
Morrison, Ill.



Problem 78

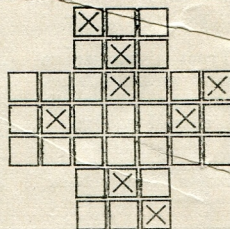
You will wear
out one peg if
you get it.

Submitted by
William Chamberlin
Mineral Wells,
Texas.

Problem 79

A dirty one.
All diagonal
moves except the
last one.

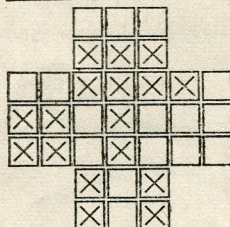
Submitted by
Carl Cramer,
542 Brookline Blvd.
Pittsburg, Pa.



Problem 80

One of many good
ones sent by the
Doctor.

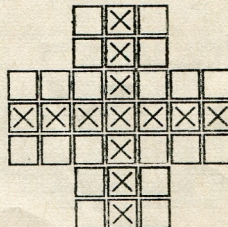
Submitted by
Dr. J. A. Bundy,
Cobb Bldg.,
Kankakee, Ill.

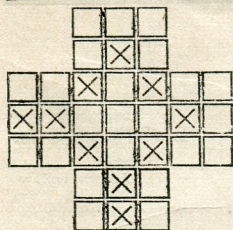


Problem 81

Stop, Look
and Listen.
Six diagonal
moves.

Submitted by
Mary Strauss,
358 Walnut St.
Ryersford, Pa.

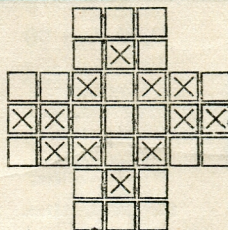




Problem 82

The plug Hat.

Submitted by
P. F. Ligon
Gernt, Tenn.



Problem 86

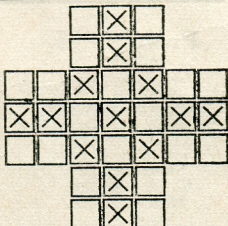
Perhaps the older
ones can't get it.
Two diagonal
moves.

Submitted by
June Dickinson
Age 8,
Cherokee, Iowa

Problem 83

The star problem.
Four diagonal
moves.

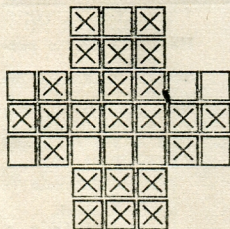
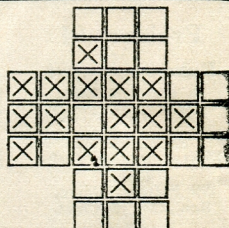
Submitted by
E. C. Eley,
Dr. Bailey's
Sanitorium,
Lincoln, Neb.



Problem 87

The Boola, Boola.
Requires a funny
start.

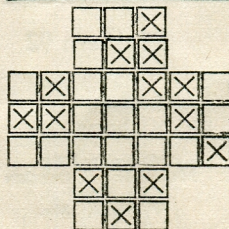
Submitted by
Frank C. Isley,
1153 Yale Station,
New Haven, Conn.



Problem 84

Scatter Peg.

Submitted by
C. H. Swanson,
454 E. Orleans St.,
Paxton, Ill.



Problem 88

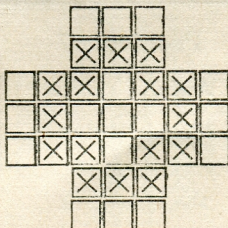
Unlucky Thirteen

Submitted by
Geo. S. Heavilin
3647 S. Web. St.
Marion, Ind.

Problem 85

The California
Maze.

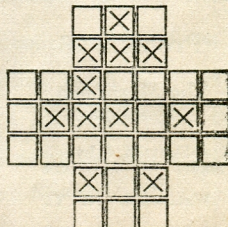
Submitted by
Mrs. Elmer Hubbard
Loomis, Calif.

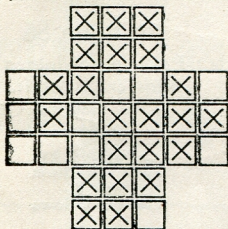


Problem 89

Looks like one of
Coach Yost's shift
plays. Five
diagonal moves.

Submitted by
Herbert Miles,
1302 Granger Ave.
Ann Arbor, Mich.

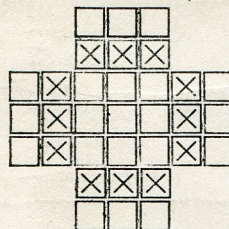




Problem 90

A cranium
Cogitator.
Five diagonal
moves.

Submitted by
Willfred Collatz,
Box B,
St. Cloud, Minn.



Problem 94

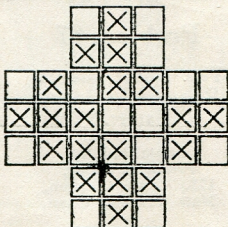
The Dog Pound.
The last dog is
not shot.
Seven diagonals.

Submitted by
H. L. Powell,
4019 Marmion Way,
Los Angeles, Calif.

Problem 91

Robert says tune
in on this one.
Five diagonals.

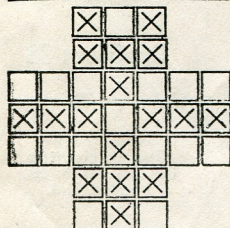
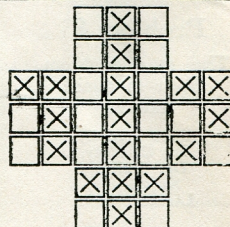
Submitted by
Master Robert Jack-
man,
99 Pollmor Drive,
San Diego, Calif.



Problem 95

This is the
Gopher's galoshes.
Three diagonals.

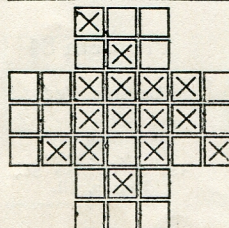
Submitted by
G. P. Miller,
Harris, Minn.



Problem 92

Oh send
Sweet Peggy
home.

Submitted by
Mrs. Emma E. Doughty
City Hospital,
Portland, Me.



Problem 96

He who solves a puz-
zle,
Should to himself be
true;
No Problem's won
without the fun,
That proves and
strengthens you.

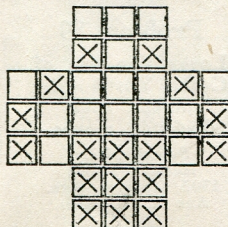
Seven Diagonals

S. J. Bush,
Greenford, Ohio

Problem 93

The Mushroom
Problem.

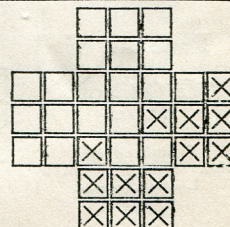
Submitted by
James M. Lawrence
Box 55,
Waterville, N. Y.

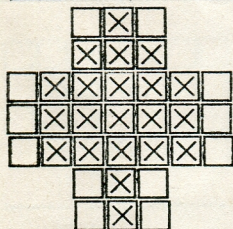


Problem 97

Awfully simple
but
Simply awful.

Submitted by
John L. Dixon,
Murphysboro, Ill.





Problem 98

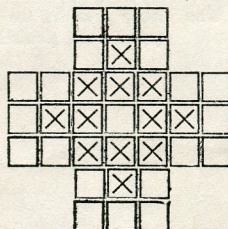
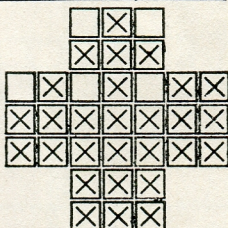
Christmas Tree
Problem. One of
12 he submitted.
Five diagonal
moves.

Submitted by
Richard Wells, Age 7
129 N. Seventh St.
Zanesville, Ohio

Problem 99

As hard as
the full board.

Submitted by
John Peterson,
524 N. 3rd St.
Rockford, Ill.



Problem 102

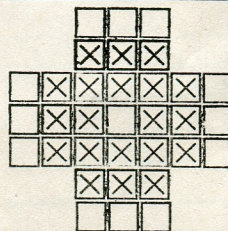
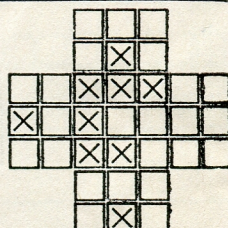
A square within a
square.

Submitted by
Dorothy Vadera,
Bustleton, Pa.

Problem 103

From one of our
many Canadian
fans. Three
diagonal moves.

Submitted by
Robert Johnstone,
Box 746,
Westville, Nova Scotia
Canada

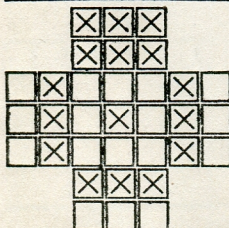


Problem 104

Puzzle Peg, Jr.

Submitted by
Robert J. Fisher,
c/o Thompson-Starrett
Co.
51 Wall St.
New York, N. Y.

When Mr. Fisher submitted the above,
no one in their office could do it in
straight moves, and he wondered if it
was possible. It is possible. See if you
are keener than Wall Street.



Problem 100

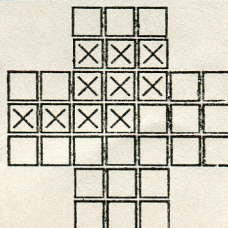
Century Puzzle.
Seven diagonal
moves.

Submitted by
George E. Graham
465 Case St.
Rochester, Pa.

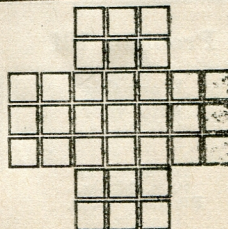
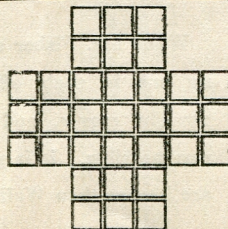
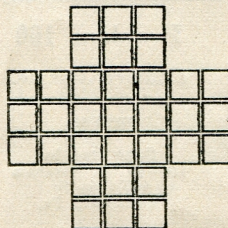
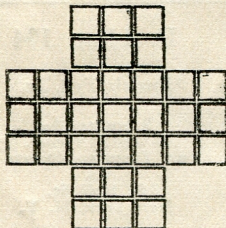
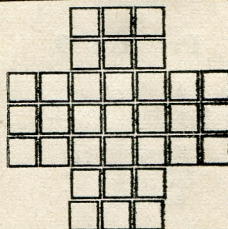
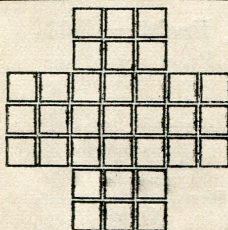
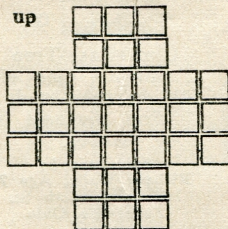
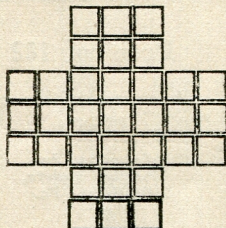
Problem 101

Work this
with your
left hand.

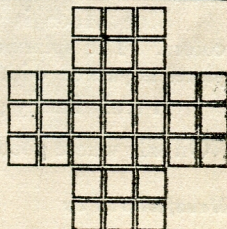
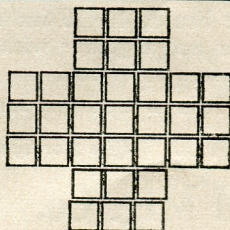
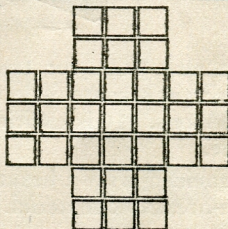
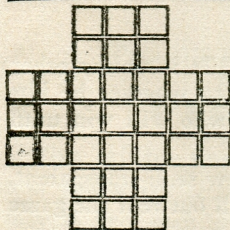
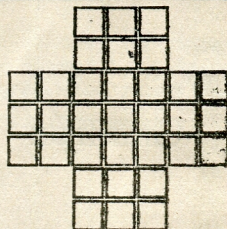
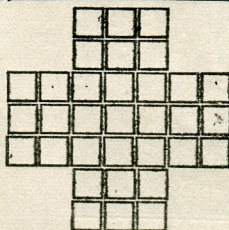
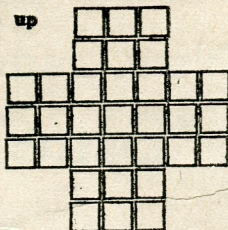
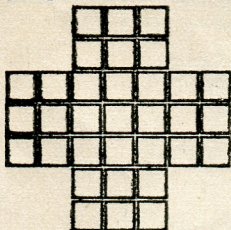
Submitted by
P. S. Miller,
Elk City, Okla.



Use these blanks to make up
your own problems



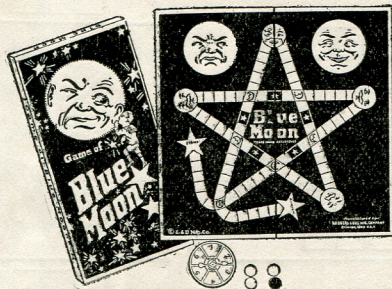
Use these blanks to make up
your own problems



A New Game For All Ages

Blue Moon

Enjoyed by
Children



Enjoyed by
Grown-ups

Blue Moon is a new game for two, three or four players. It is unlike other games because each player's route is longer or shorter according to whether he hits Lucky or Unlucky Moons. It is exciting because no one knows who will win until the last move is made.

Each game is provided with a beautiful spinner made of a new semi-transparent, non-inflammable, non-breakable material. At last a spinner that will outwear the game itself.

Blue Moon is played on a folding game board, 16x16 inches, printed in four colors. The spinner is $3\frac{1}{4}$ inches in diameter and together with four bone playing pieces is packed with each game in a handsome four-color box.

A truly family game enjoyed by all ages. It is an ideal gift for children.

On sale where good games are found. Price \$1.00. (In Foreign Countries \$1.50)

Manufactured by

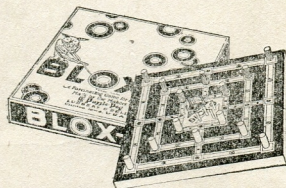
Lubbers & Bell Mfg. Co.
(The Fun Factory)

Clinton, Iowa, U. S. A.

BLOX-O

FOR TWO PLAYERS

(PATENTED)



A wonderful game for two players. It can be played hit-or-miss by the young folks or it can be played scientifically by two clever adults. No matter how clever they cannot exhaust its possibilities because moves must be planned ahead. Still not so deep that it is a game for the few. Real clean fun for game-loving Americans.

Complete at Game Dealers
for _____

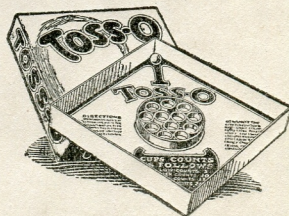
50c

(In Foreign Countries, 75c)

A Thrilling Game of Skill

TOSS-O

Five skillful tosses of the steel ball may win you a perfect score—but even the best players find such a score as rare as the perfect bull's-eye in marksmanship—par in golf—a no-hit game in baseball, etc. If you like a contest of real skill, you will enjoy Toss-O immensely. Played by any number of persons



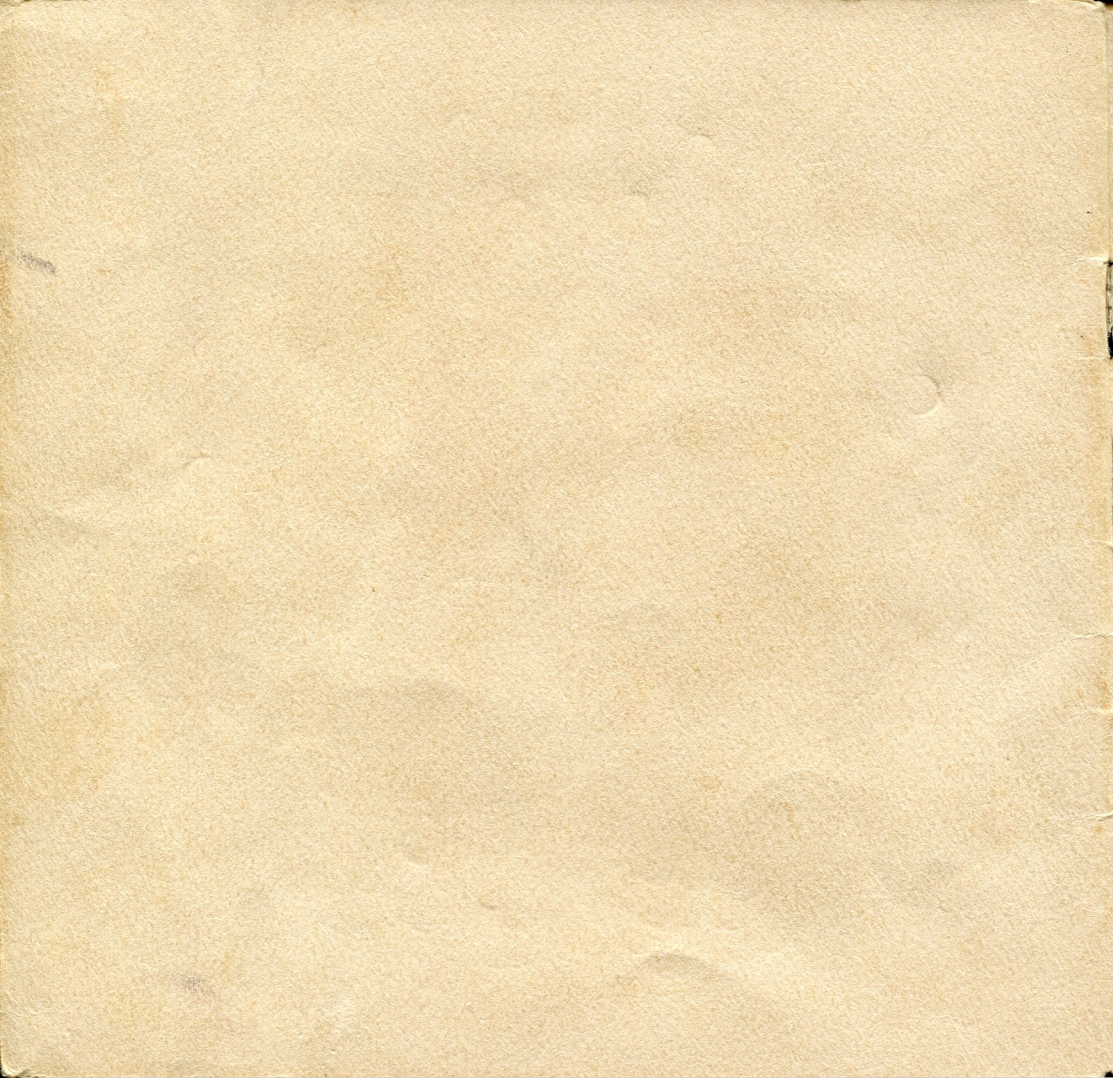
At all Game Dealers _____

25c

(In Foreign Countries, 35c)



Printed in U. S. A.



Puzzle-Peg



Can YOU Solve It?

Manufactured by

LUBBERS & BELL MFG. CO.
CLINTON, IOWA, U.S.A.

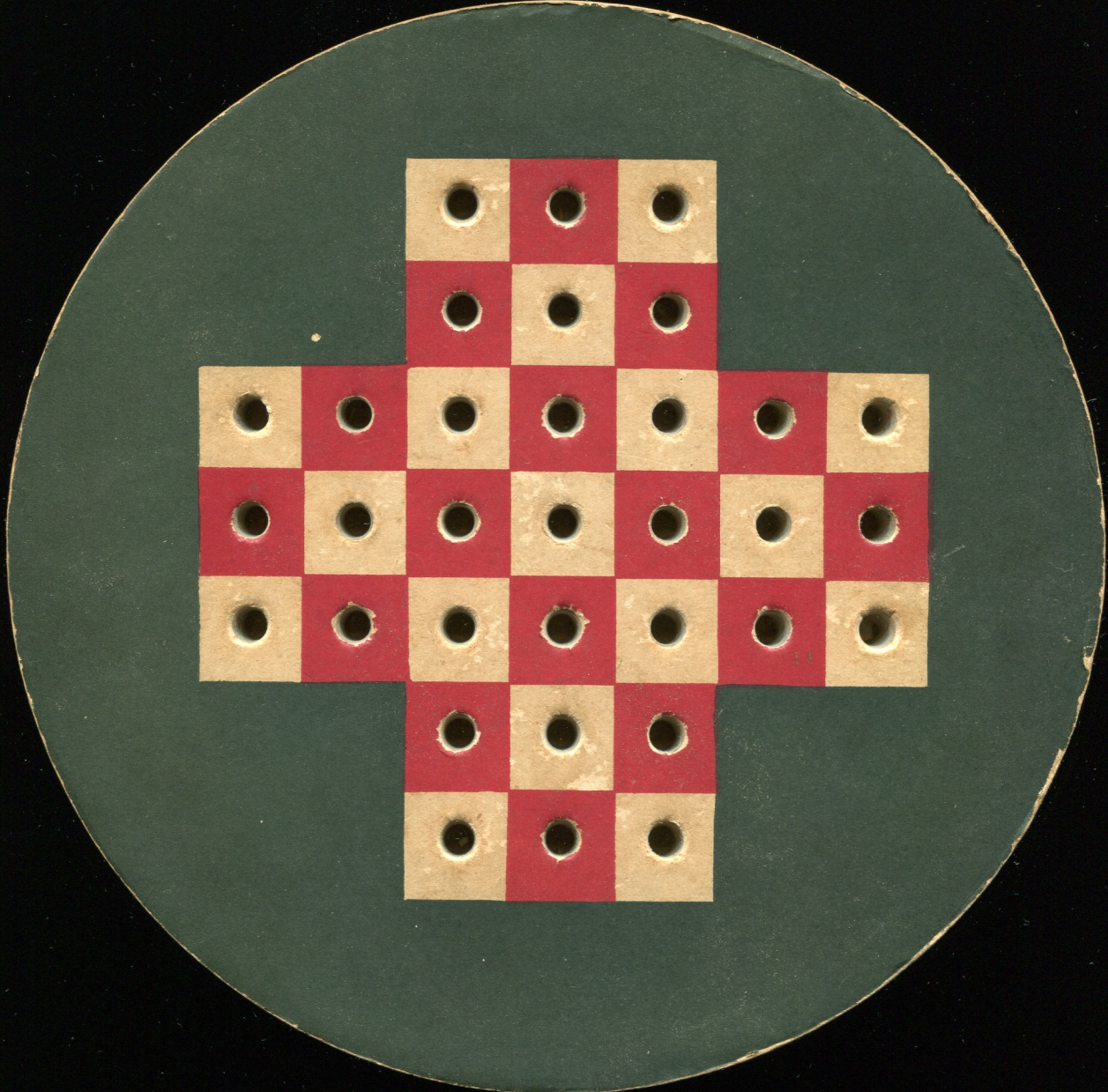
HOW TO PLAY PUZZLE-PEG

Fill all the holes except the one in the center with pegs. Start playing by jumping any peg over its neighbor into a vacant hole and then remove from the board the peg so jumped, exactly as in checkers. Jump in straight lines only. The object of the game is, by successive jumps, to remove all the pegs from the board except one, which should be left in the center hole.

Note: The game can be won more easily by making a few diagonal jumps instead of jumping in straight lines only. It can also be more easily won if the last peg is not left in the center hole. The correct way, however, is to play as described above.

LUBBERS & BELL MFG. CO.

CLINTON, IOWA, U. S. A.



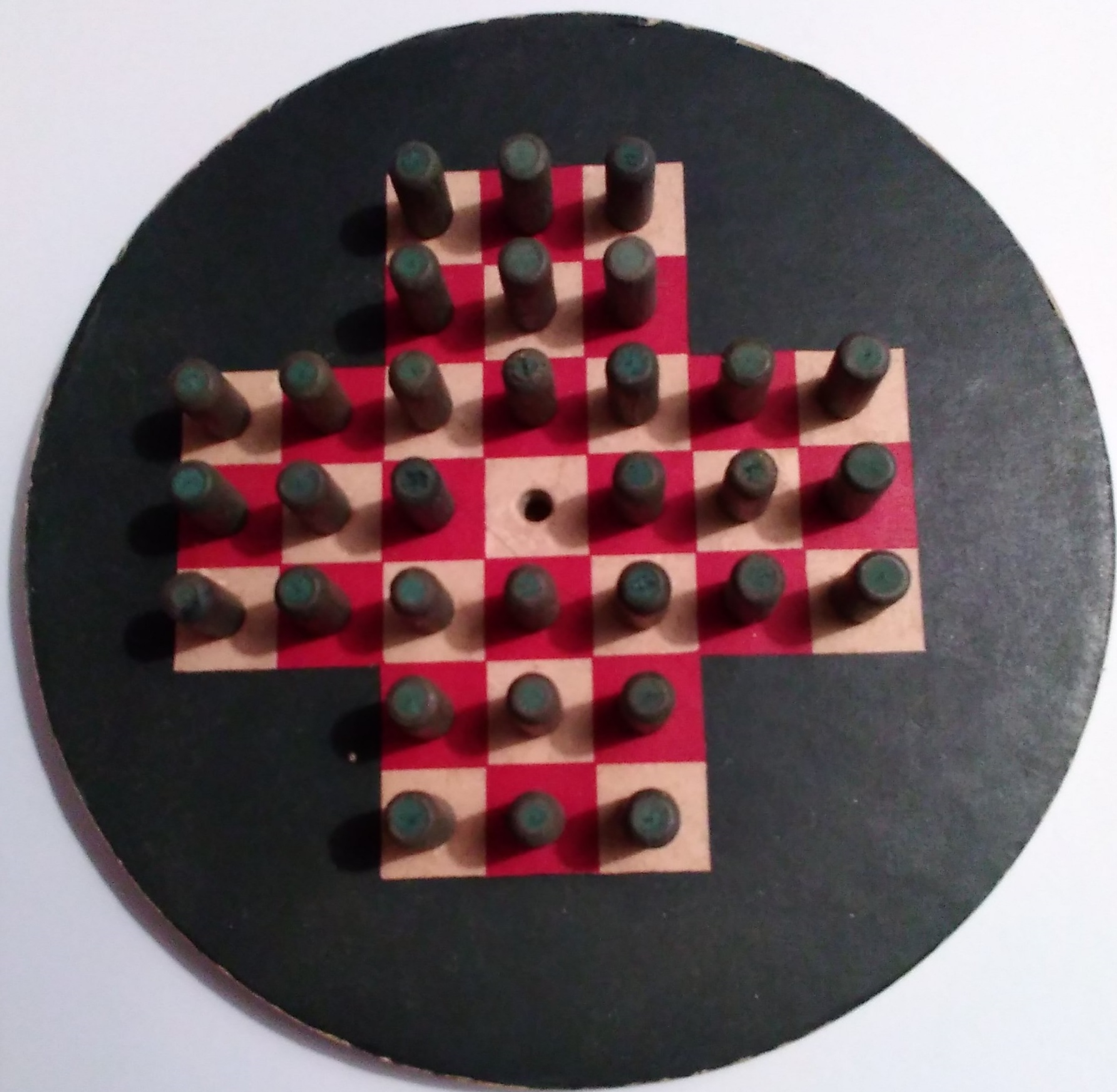
HOW TO PLAY PUZZLE-PEG

Fill all the holes except the one in the center with pegs. Start playing by jumping any peg over its neighbor into a vacant hole and then remove from the board the peg so jumped, exactly as in checkers. Jump in straight lines only. The object of the game is, by successive jumps, to remove all of the pegs from the board except one, which should be left in center hole.

Note: The game can be won more easily by making a few diagonal jumps instead of jumping in straight lines only. It can also be more easily won if the last peg is not left in the center hole. The correct way however, is to play as described above.

LUBBERS & BELL MFG. CO.

CLINTON, IOWA, U. S. A.





Ca
Jo